

## Claims

What is claimed is:

1           1. A user interface for applying at least one of a set of effects to at least  
2 one source clip, the user interface comprising:  
3           a first screen area for displaying a storyboard comprising at least one  
4           source clip, the storyboard comprising at least two zones, each  
5           zone extending across at least one of the source clips, each zone  
6           being individually selectable;  
7           a second screen area, for, responsive to a selection of a zone, displaying a  
8           subset of the set of effects, the subset including at least one ef-  
9           fect applicable to the selected zone; and  
10          an effect selector, for accepting a user selection of an effect from the dis-  
11          played subset for application to the selected zone.

1           2. The user interface of claim 1, wherein the first screen area comprises a  
2 storyboard window.

1           3. The user interface of claim 1, wherein the second screen area comprises  
2 an effect list.

1           4. The user interface of claim 3, wherein the effect list comprises a plural-  
2 ity of icons, each icon representing an effect.

1           5. The user interface of claim 3, wherein the effect list comprises a plural-  
2   ity of animations, each animation representing an effect.

1           6. The user interface of claim 1, wherein the subset of the set of effects  
2   omits effects that are inapplicable to the selected zone.

1           7. The user interface of claim 1, further comprising:  
2           a third screen area, for outputting a result of application of an effect to at  
3                   least one source clip.

1           8. The user interface of claim 7, wherein the third screen area comprises a  
2   preview window.

1           9. The user interface of claim 1, wherein each source clip comprises a  
2   video clip, and wherein each effect comprises a video effect.

1           10. The user interface of claim 1, wherein each source clip comprises an  
2   audio clip, and wherein each effect comprises an audio effect.

1           11. The user interface of claim 1, wherein each source clip comprises an  
2   image, and wherein each effect comprises an image effect.

1           12. The user interface of claim 1, wherein the effect selector comprises a  
2   user-controlled cursor.

1           13. The user interface of claim 1, wherein each of at least a subset of the  
2 zones is of predefined length.

1           14. The user interface of claim 1, wherein each of at least a subset of the  
2 zones is automatically defined based on source clip content.

1           15. The user interface of claim 1, wherein the zones comprise at least a  
2 subset from the group consisting of:

3           an opening zone occurring at the beginning of the storyboard;

4           an ending zone occurring at the end of the storyboard;

5           a middle zone occurring within a source clip; and

6           a transition zone occurring across a boundary between two source clips.

1           16. A computer-implemented method for applying at least one of a set of  
2 effects to at least one source clip, the method comprising:

3           displaying a storyboard comprising at least one source clip, the story-

4                       board comprising at least two zones, each zone extending across

5                       at least one of the source clips, each zone being individually se-

6                       lectable;

7           receiving user input selecting a zone;

8           displaying a subset of the set of effects, the subset including at least one ef-

9                       fect applicable to the selected zone; and

10 receiving user input selecting an effect from the displayed subset for ap-  
11 plication to the selected zone.

1 17. The method of claim 16, wherein displaying a subset of the set of ef-  
2 fects comprises displaying a plurality of icons, each icon representing an effect.

1 18. The method of claim 16, wherein displaying a subset of the set of ef-  
2 fects comprises displaying a plurality of animations, each animation representing  
3 an effect.

1 19. The method of claim 16, wherein the subset of the set of effects omits  
2 effects that are inapplicable to the selected zone.

1 20. The method of claim 16, further comprising:  
2 applying the selected effect to the selected zone.

1 21. The method of claim 20, further comprising:  
2 outputting a result of application of the selected effect to the selected zone.

1 22. The method of claim 16, wherein each source clip comprises a video  
2 clip, and wherein each effect comprises a video effect.

1 23. The method of claim 16, wherein each source clip comprises an audio  
2 clip, and wherein each effect comprises an audio effect.

1           24. The method of claim 16, wherein each source clip comprises an image,  
2 and wherein each effect comprises an image effect.

1           25. The method of claim 16, wherein each of at least a subset of the zones  
2 is of predefined length.

1           26. The method of claim 16, further comprising, prior to displaying the  
2 storyboard:

3           automatically defining each of at least a subset of the zones based on  
4           source clip content.

1           27. The method of claim 16, wherein the zones comprise at least a subset  
2 from the group consisting of:

3           an opening zone occurring at the beginning of the storyboard;

4           an ending zone occurring at the end of the storyboard;

5           a middle zone occurring within a source clip; and

6           a transition zone occurring across a boundary between two source clips.

1           28. A system for applying at least one of a set of effects to at least one  
2 source clip, the system comprising:

3           a storyboard display, for displaying a storyboard comprising at least one

4           source clip, the storyboard comprising at least two zones, each

5 zone extending across at least one of the source clips, each zone  
6 being individually selectable;  
7 an input device, coupled to the storyboard display, for receiving user in-  
8 put selecting a zone; and  
9 an effects display, coupled to the input device, for, responsive to a selec-  
10 tion of a zone, displaying a subset of the set of effects, the subset  
11 including at least one effect applicable to the selected zone;  
  
12 wherein the input device accepts a user selection of an effect from the dis-  
13 played subset for application to the selected zone.

1 29. The system of claim 28, wherein the storyboard display and the effects  
2 display are provided on a common display screen.

1 30. The system of claim 28, wherein the effects display presents a plurality  
2 of icons, each icon representing an effect.

1 31. The system of claim 28, wherein the effects display presents a plurality  
2 of animations, each animation representing an effect.

1 32. The system of claim 28, wherein the subset of the set of effects omits  
2 effects that are inapplicable to the selected zone.

1 33. The system of claim 28, further comprising:

an effects module, coupled to the effects display, for applying at least one  
selected effect to at least one selected zone.

34. The system of claim 33, further comprising:

a preview display, coupled to the effects module, for outputting a result of  
application of the at least one selected effect.

35. The system of claim 28, wherein each source clip comprises a video  
clip, and wherein each effect comprises a video effect.

36. The system of claim 28, wherein each source clip comprises an audio  
clip, and wherein each effect comprises an audio effect.

37. The system of claim 28, wherein each source clip comprises an image,  
and wherein each effect comprises an image effect.

38. The system of claim 28, wherein each of at least a subset of the zones is  
of predefined length.

39. The system of claim 28, further comprising:

a source clip content analyzer, coupled to the storyboard display, for de-  
fining at least a subset of the zones based on source clip content.

40. The system of claim 28, wherein the zones comprise at least a subset  
from the group consisting of:

3 an opening zone occurring at the beginning of the storyboard;  
4 an ending zone occurring at the end of the storyboard;  
5 a middle zone occurring within a source clip; and  
6 a transition zone occurring across a boundary between two source clips.

1 41. A computer program product comprising a computer-usable medium  
2 having computer-readable code embodied therein for applying at least one of a  
3 set of effects to at least one source clip, the computer program product compris-  
4 ing:

5 computer-readable program code configured to cause a computer to dis-  
6 play a storyboard comprising at least one source clip, the story-  
7 board comprising at least two zones, each zone extending across  
8 at least one of the source clips, each zone being individually se-  
9 lectable;

10 computer-readable program code configured to cause a computer to re-  
11 ceive user input selecting a zone;

12 computer-readable program code configured to cause a computer to dis-  
13 play a subset of the set of effects, the subset including at least  
14 one effect applicable to the selected zone; and

15 computer-readable program code configured to cause a computer to re-  
16 ceive user input selecting an effect from the displayed subset for  
17 application to the selected zone.



1           42. The computer program product of claim 41, wherein the computer-  
2 readable program code configured to cause a computer to display a subset of the  
3 set of effects comprises computer-readable program code configured to cause a  
4 computer to display a plurality of icons, each icon representing an effect.

1           43. The computer program product of claim 41, wherein the computer-  
2 readable program code configured to cause a computer to display a subset of the  
3 set of effects comprises computer-readable program code configured to cause a  
4 computer to display a plurality of animations, each animation representing an  
5 effect.

1           44. The computer program product of claim 41, wherein the subset of the  
2 set of effects omits effects that are inapplicable to the selected zone.

1           45. The computer program product of claim 41, further comprising:  
2 computer-readable program code configured to cause a computer to apply  
3 the selected effect to the selected zone.

1           46. The computer program product of claim 45, further comprising:  
2 computer-readable program code configured to cause a computer to out-  
3 put a result of application of the selected effect to the selected  
4 zone.

1           47. The computer program product of claim 41, wherein each source clip  
2 comprises a video clip, and wherein each effect comprises a video effect.

1           48. The computer program product of claim 41, wherein each source clip  
2 comprises an audio clip, and wherein each effect comprises an audio effect.

1           49. The computer program product of claim 41, wherein each source clip  
2 comprises an image, and wherein each effect comprises an image effect.

1           50. The computer program product of claim 41, wherein each of at least a  
2 subset of the zones is of predefined length.

1           51. The computer program product of claim 41, further comprising com-  
2 puter-readable program code configured to cause a computer to, prior to dis-  
3 playing the storyboard, automatically define each of at least a subset of the zones  
4 based on source clip content.

1           52. The computer program product of claim 41, wherein the zones com-  
2 prise at least a subset from the group consisting of:

3           an opening zone occurring at the beginning of the storyboard;

4           an ending zone occurring at the end of the storyboard;

5           a middle zone occurring within a source clip; and

6           a transition zone occurring across a boundary between two source clips.